

50 NEW MAGIC ITEMS

PLUS NEW COMMON AND CURSED ITEM PROPERTIES

Introduction: This document includes the following new magic items: *angel's call*, *bell ringer*, *belt of hidden knives*, *belt of the monkey*, *belt of the scorpion*, *boomeraxe*, *boots of the wild*, *bow of grounding*, *box of shrinking*, *bracelet of seduction*, *breastplate of chaos*, *cheater's gloves*, *dagger of banishing*, *exploding studded leather*, *face of distraction*, *fishscale flippers*, *flail of force*, *flying disc*, *hands of the craftsman*, *healer's crossbow*, *horsemen's lance*, *iron net*, *lashing grip*, *lightning glaive*, *pain doll*, *plate of the red wyrm*, *radiant chain*, *razorvine hide*, *reflecting half plate*, *ring of the beast*, *ring of fear*, *ring of the mighty fist*, *ring of the vanquished soul*, *rod of arachna*, *rod of elements*, *rod of planar entrapment*, *rod of tentacles*, *eyes*, and *mouths*, *shoes of the party lord*, *spy fly*, *staff of hope*, *staff of lordly might*, *staff of the muse*, *staff of walls*, *tortoise shell*, *tracking compass*, *trailblazer beetles*, *wand of entertainment*, *wand of ooze*, *wand of the weird wizard*, and *wand of woe*. Plus 100 new common weapon properties, 100 new common wondrous items, and 100 new cursed item properties.

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50 MAGIC ITEMS

Items by Rarity

Uncommon

Item	Type
<i>Belt of the monkey*</i>	Wondrous item
<i>Box of shrinking (iron)</i>	Wondrous item
<i>Cheater's gloves</i>	Wondrous item
<i>Hands of the craftsman</i>	Wondrous item
<i>Iron net</i>	Weapon (net)
<i>Ring of the beast*</i>	Ring
<i>Ring of the mighty fist +1</i>	Ring
<i>Spy fly*</i>	Wondrous item
<i>Tracking compass</i>	Wondrous item
<i>Wand of entertainment</i>	Wand

Rare

Item	Type
<i>Belt of hidden knives</i>	Wondrous item
<i>Boots of the wild*</i>	Wondrous item
<i>Bow of grounding*</i>	Weapon (longbow)
<i>Box of shrinking (steel)</i>	Wondrous item
<i>Bracelet of seduction</i>	Wondrous item
<i>Exploding studded leather*</i>	Armor (studded leather)
<i>Fishscale flippers</i>	Wondrous item
<i>Horseman's lance</i>	Weapon (lance)
<i>Lashing grip</i>	Weapon (whip)
<i>Lightning glaive*</i>	Weapon (glaive)
<i>Razorvine hide</i>	Armor (hide)
<i>Ring of the mighty fist +2</i>	Ring
<i>Ring of the vanquished soul*</i>	Ring
<i>Trailblazer beetles</i>	Wondrous item
<i>Wand of ooze*</i>	Wand
<i>Wand of the weird wizard*</i>	Wand

Very Rare

Item	Type
<i>Bell ringer*</i>	Weapon (maul)
<i>Boomeraxe*</i>	Weapon (handaxe)
<i>Box of shrinking (mithral)</i>	Wondrous item
<i>Breastplate of chaos*</i>	Armor (breastplate)
<i>Dagger of banishing*</i>	Weapon (dagger)
<i>Face of distraction</i>	Armor (shield)
<i>Flying disc*</i>	Armor (shield)
<i>Healer's crossbow*</i>	Weapon (any crossbow)
<i>Pain doll</i>	Wondrous item
<i>Radiant chain*</i>	Armor (chain mail)
<i>Ring of fear*</i>	Ring
<i>Ring of the mighty fist +3</i>	Ring
<i>Rod of arachna*</i>	Rod
<i>Rod of planar entrapment*</i>	Rod
<i>Shoes of the party lord*</i>	Wondrous item
<i>Staff of hope*</i>	Staff
<i>Staff of the muse*</i>	Staff
<i>Staff of walls*</i>	Staff
<i>Tortoise shell</i>	Armor (hide)

Legendary

Item	Type
<i>Angel's call*</i>	Weapon (halberd)
<i>Belt of the scorpion*</i>	Wondrous item
<i>Box of shrinking (adamantine)</i>	Wondrous item
<i>Flail of force*</i>	Weapon (flail)
<i>Plate of the red nyrm*</i>	Armor (plate)
<i>Reflecting half plate*</i>	Armor (half plate)
<i>Rod of elements*</i>	Rod
<i>Rod of tentacles, eyes, and mouths*</i>	Rod
<i>Staff of lordly might*</i>	Staff

*= Item requires attunement

Items by Type

Armor

Item	Rarity	Armor
<i>Breastplate of chaos*</i>	Very rare	Breastplate
<i>Exploding studded leather*</i>	Rare	Studded leather
<i>Face of distraction</i>	Very rare	Shield
<i>Flying disc*</i>	Very rare	Shield
<i>Plate of the red nyrm*</i>	Legendary	Plate
<i>Radiant chain*</i>	Very rare	Chain mail
<i>Razorvine hide</i>	Rare	Hide
<i>Reflecting half plate*</i>	Legendary	Half plate
<i>Tortoise shell</i>	Very rare	Hide

Rings

Item	Rarity
<i>Ring of the beast*</i>	Uncommon
<i>Ring of fear*</i>	Very rare
<i>Ring of the might fist +1</i>	Uncommon
<i>Ring of the might fist +2</i>	Rare
<i>Ring of the might fist +3</i>	Very rare
<i>Ring of the vanquished soul*</i>	Rare

Rods

Item	Rarity
<i>Rod of arachna*</i>	Very rare
<i>Rod of elements*</i>	Legendary
<i>Rod of planar entrapment*</i>	Very rare
<i>Rod of tentacles, eyes, and mouths*</i>	Legendary

Staffs

Item	Rarity
<i>Staff of hope*</i>	Very rare
<i>Staff of lordly might*</i>	Legendary
<i>Staff of the muse*</i>	Very rare
<i>Staff of walls*</i>	Very rare

Wands

Item	Rarity
<i>Wand of entertainment</i>	Uncommon
<i>Wand of ooze*</i>	Rare
<i>Wand of the weird wizard*</i>	Rare
<i>Wand of woe</i>	Uncommon

Weapons

Item	Rarity	Weapon
<i>Angel's call*</i>	Legendary	Halberd
<i>Bell ringer*</i>	Very rare	Maul
<i>Boomeraxe*</i>	Very rare	Handaxe
<i>Bow of grounding*</i>	Rare	Longbow
<i>Dagger of banishing*</i>	Very rare	Dagger
<i>Flail of force*</i>	Legendary	Flail
<i>Healer's crossbow*</i>	Very rare	Any crossbow
<i>Horseman's lance</i>	Rare	Lance
<i>Iron net</i>	Uncommon	Net
<i>Lashing grip</i>	Rare	Whip
<i>Lightning glaive*</i>	Rare	Glaive
<i>Razorvine hide</i>	Rare	Hide
<i>Reflecting half plate*</i>	Legendary	Half plate
<i>Tortoise shell</i>	Very rare	Hide

Wondrous Items

Item	Rarity
<i>Belt of hidden knives</i>	Rare
<i>Belt of the monkey*</i>	Uncommon
<i>Belt of the scorpion*</i>	Legendary
<i>Boots of the wild*</i>	Rare
<i>Box of shrinking (adamantine)</i>	Legendary
<i>Box of shrinking (iron)</i>	Uncommon
<i>Box of shrinking (mithral)</i>	Very rare
<i>Box of shrinking (steel)</i>	Rare
<i>Bracelet of seduction</i>	Rare
<i>Cheater's gloves</i>	Uncommon
<i>Fishscale slippers</i>	Rare
<i>Hands of the craftsman</i>	Uncommon
<i>Pain doll</i>	Very Rare
<i>Shoes of the party lord*</i>	Very rare
<i>Spy fly*</i>	Uncommon
<i>Tracking compass</i>	Uncommon
<i>Trailblazer beetles</i>	Rare

*= Item requires attunement

New Magic Items

Angel's Call

Weapon (halberd), legendary (requires attunement)

This halberd is plated with gold and silver images of celestials and edged with diamond. When swung, a hymn to a good god is heard and puffs of white smoke are left in the path of the blade. You gain a +3 bonus to attack and damage rolls made with the halberd. As a bonus action while holding *angel's call* you can make the weapon shed bright light in a 30-foot radius and dim light in another 30 feet. You can use another bonus action to make the weapon stop shedding light. While holding the weapon you can use your action to cast *conjure celestial*. You cannot use *angel's call* to cast the spell for 1d10 days after you use this ability.

Bell Ringer

Weapon (maul), very rare (requires attunement)

This maul sports an adamantine shaft and a glassteel head studded with rubies arranged in the shaped of a large bell. When enemies are struck with the weapon the sound of a large alarm bell being rung is heard coming from the great hammer. You gain a +1 bonus to attack and damage rolls made with the maul. The weapon deals an additional 1d6 thunder damage to creatures you hit with it. As an action the maul can be struck against the ground or similarly hard surface to create a wave of sonic destruction. All creatures with 20 feet of you must make a DC 15 Dexterity saving throw. Creatures who fail take 4d8 thunder damage and are knocked prone. Creatures who succeed take half damage and are not knocked prone. You must complete a long rest before you can use this ability again.



Belt of Hidden Knives

Wondrous item, rare

This appears to be a simple, unassuming black leather belt when wrapped around the user's waist. When removed, a small diamond can be seen stitched into the belt's underside. Each time this belt is buckled, it sounds like a sword being drawn from a sheath. As part of an attack, you can draw a hidden +1 dagger from the *belt of hidden knives*. If the dagger leaves your hands it ceases to exist at the end of your turn. The belt does not run out of daggers. You must be wearing the belt to use this property.

Belt of the Monkey

Wondrous item, uncommon (requires attunement)

This metal belt is made of silver monkeys locked arm in arm with tiny pieces of jade for each primate's eyes. While wearing it, you feel the tickling urge to treat the world as a playground by swinging on objects, climbing trees, and scaling buildings. While wearing this belt you add double your proficiency to Strength (Athletics) checks to climb.

As an action any tail you have becomes prehensile for an hour. If you do not have a tail, you grow a 3-foot prehensile tail out of your posterior for an hour. You can hang from your tail, provided it has something to hold onto. Your tail also acts as a third arm and hand, allowing you to manipulate and wield objects that weigh 5 lbs. or less. In this state you could hold three weapons at once, but you can still only fight with two at a time. You cannot use this ability again until you have completed a long rest.

Belt of the Scorpion

Wondrous item, legendary (requires attunement)

The *belt of the scorpion* is a piece of mithral chain held together by a padlock with a single, large emerald at its center. When the belt is within 10 feet of an arachnid, a faint light flickers within the emerald. While wearing this belt you have resistance to poison damage and advantage on saving throws against poison. In addition as an action you can make a scorpion-like mithral tail grow from the back of the belt. The tail is a light, finesse, martial weapon which deals 1d6 piercing damage and has a +3 bonus to attack and damage rolls.

When you deal damage to a target with this attack, you may choose to inject it with venom. The target must succeed on a DC 18 Constitution saving throw or become

paralyzed for one minute. You must complete a long rest before you can use this feature again.

Boomeraxe

Weapon (handaxe), very rare (requires attunement)

This small handaxe sports a double-bladed adamantine head at either end of its jade-studded steel haft. You gain a +1 bonus to attack and damage rolls while wielding the handaxe. It magically returns to your hand when thrown. In addition, three times per day you can use your action to fly the handaxe in a 60-foot line. Each creature in the line must make a Dexterity saving throw (DC equals 8 + your Strength modifier + your proficiency bonus). Creatures who fail the saving throw take 6d6 slashing damage, creatures who succeed take half damage. At the start of your next turn the *boomeraxe* returns to the space you originally threw it along the same line it left. Creatures in that line must make the same saving throw or suffer the same effect as when you released the handaxe. If you are standing along the line or in the spot where you threw the *boomeraxe* and have a free hand you may catch it.



Boots of the Wild

Wondrous item, rare (requires attunement)

These are special boots of animal skin, each dotted with a tiny gem on the sole. The boots usually lace up to the knee, and are found in several varieties of animal skin – from deer to lizard. While wearing the boots add 5 feet to your walking speed. In addition, use the chart below to determine the type of difficult terrain you can ignore while wearing the *boots of the wild*.

Types of boots of the wild

d4	Skin	Difficult terrain(s) ignored
1	Lizard	Jungle, marsh, swamp
2	Deer	Forest
3	Ram	Mountains
4	Reindeer	Snow, ice

Bow of Grounding

Weapon (longbow), rare (requires attunement)

A stiff but bendable chain makes up the curvature of this longbow. Each link of chain has a small pink pearl in the center. You gain a +1 bonus to attack and damage roll made with this longbow. When you shoot a creature with a fly speed with the *bow of grounding* it must succeed on a DC 15 Constitution saving throw or have its fly speed reduced by 10 feet. The target must complete a short rest before it can regain any fly speed lost in this way.

Box of Shrinking

Wondrous item, rarity varies

These plain boxes are carved with Dwarvish runes, surprisingly light, and roughly the size of a loaf of bread. Inside, the box is much more extravagant, lined with crushed velvet and studded with gems. An old dwarf nursery rhyme plays when the box is open. “The Legend of Calibra Daliq” is about a

dwarf wizard thief who shrunk herself to sneak past guards and locked doors in order to get her riches.

The DM either rolls to determine the box’s type or chooses one from the options available.

Types of boxes of shrinking

d100	Metal	Original object space	Rarity
01-50	Iron	5-foot cube or smaller	Uncommon
51-80	Steel	10-foot cube or smaller	Rare
81-95	Mithral	15-foot cube or smaller	Very Rare
96-100	Adamantine	20-foot cube or smaller	Legendary

You can use the *box of shrinking’s* Grow and Shrink abilities once per day each. You must be holding the box to use either ability.

Grow. As an action, any item previously shrunk by a *box of shrinking* of equal or lesser rarity and power may be grown. The item must be placed in the box of shrinking and its original size must be within the parameters on the table above. Once the command word is spoken the object appears in an unoccupied space adjacent to the *box of shrinking*. You must be holding the box of shrinking to use this ability.

Shrink. As an action you may speak a command word and one non-living object within 50 feet of the *box of shrinking* has its size reduced to a 1-inch cube, weighs half a pound, and is teleported into the box. The item stays this size until it is grown by a *box of shrinking*. The shrunk item may be no larger than specified on the table above.

Bracelet of Seduction

Wondrous item, rare

Some merchants have these charm bracelets specially made, so they might avoid trouble during their travels. The bracelet is well made, a silver chain with small silver heart charms hanging off each link. A single one of these charms is carved from a rose zircon, which gives off a small amount of heat when the bracelet's magic is activated. While wearing the bracelet, three times per day you may use *charm person* (save DC 15). You must be touching the target in order to use this magic.

Breastplate of Chaos

Armor (breastplate), very rare (requires attunement)

This breastplate has a large rainbow-colored diamond in the middle of its chest. As an action you can command this diamond to shine bright light in a 20-foot radius and dim light in another 20 feet. You can deactivate the light with another action. You gain a +2 bonus to AC while wearing this armor. In addition as a reaction to being hit with an attack you can roll on the Wild Magic Surge table (pg. 104 of the *Player's Handbook*), ignoring and re-rolling a result of 99 - 100. The spell save DC for any spells cast this way is 15. Once you have used this ability twice you cannot use it again until you complete a long rest.

Cheater's Gloves

Wondrous item, uncommon

These fine white gloves of a gentlemen or elbow length gloves of a lady were invented by the classiest of thieves. Each glove fastens with a single, diamond-studded button. While wearing them, you have an urge to palm small, unattended objects. When you use these gloves you have advantage when making a Dexterity

(Sleight of Hand) check to steal an item and when you make a check with a gaming set.

Dagger of Banishing

Weapon (dagger), very rare (requires attunement)

The jade hilt of this cold iron dagger features an image of a solar banishing a pit fiend back to the Nine Hells. You gain a +2 bonus to attack and damage rolls made with the dagger. While holding the dagger you know the precise location of any portals to another plane within 100 feet even if the portal is hidden or inactive. When you hit a creature on a plane other than the target's home plane with the dagger you can force the target to make a DC 15 Charisma saving throw. If the creature fails the saving throw it is banished to its home plane and cannot return to the plane you are currently on for 1d4 days. You cannot use this ability again for the same number of days. When you use the dagger's banishment ability and the target fails the saving throw you may choose to destroy the dagger. The ensuing burst of magic power means the target cannot return to the plane you are currently on for 10d10 years.

Exploding Studded Leather

Armor (studded leather), rare (requires attunement)

This black leather armor is studded with deep orange and red gemstones that drink in light. You gain a +1 bonus to AC while wearing this armor. In addition you can cast *fireball* centered on yourself. You do not take damage from this casting of the spell. You cannot use this ability again until you complete a long rest.

Face of Distraction

Armor (shield), very rare

A terrifying, sunken face grimaces on the front of the black steel shield with eyes of onyx. This shield grants the wielder a +2 bonus to AC. As a bonus action you may cause the shield to shriek at an adjacent enemy. The target must succeed on a DC 15 Wisdom saving throw or the next attack roll made against it before the start of your next turn has advantage. You must complete a short or long rest before you can use the shriek ability again.

Fishscale Flippers

Wondrous item, rare

The flippers are crafted from green fish scales and feature small sapphires on their heels. While wearing these flippers, you can breathe underwater and gain a swim speed equal to your current speed.

Flail of Force

Weapon (flail), legendary (requires attunement)

This flail has a clear glassteel head with a large sapphire in the center. When touched the flail can be felt subtly vibrating, as if it can barely contain its power. You gain a +2 bonus to attack and damage rolls with the flail. Each time you deal damage to a Large or smaller creature it must succeed on a DC 15 Strength check or be pushed 5 feet back. While holding the *flail of force* you can use your action to spin the flail very quickly creating a small *wall of force* per the spell adjacent to you. This wall is only 5 feet tall, 5 feet wide, and lasts 1 minute. You can only create one wall this way at a time.



Flying Disc

Armor (shield), very rare (requires attunement)

This steel shield's face is always bright and shiny. Dirt and grime seem to simply fall off its surfaces and any dings or dents received in battle disappear overnight. The white angel wings emblazoned on its front are always shining and Elvish runes are engraved in gold and diamond around the shield's perimeter. When the *flying disc* is activated the letters move in a circular motion around the shield and the wings begin flapping. You gain a +1 bonus to AC while you wield this shield. As an action, you throw the *flying disc* on the ground and stand on top of it. Using the disc this way allows it to carry you through the air and as a result you gain a fly speed of 30 feet. You can use the shield to fly up to 10 minutes each day, all at once or in several shorter flights. Attempting to fly beyond that time causes the magic to gradually fade, and you descend at a rate of 10 feet per round until you land. For every uninterrupted period of 12 hours the *flying disc* is not being flown, the shield regains 5 minutes of flying. While using the shield to fly, it does not grant you any bonus to AC.

Hands of the Craftsman

Wondrous item, uncommon

Hags invented these sturdy leather gloves with a cat's eye on the back. They gave the *hands of the craftsman* to artisans in exchange for the lives of their children. Every time one puts on the gloves, they experience the memory of a loved one they have lost. When you wear the hands of the craftsman the time it takes to create a nonmagical object is cut in half and you need only pay a third of the material costs to do so.

Healer's Crossbow

Weapon (any crossbow), very rare (requires attunement)

Made from the wood of yew trees charred by lighting, this heavy crossbow is studded with hearts carved of rose zircon. You gain a +1 bonus to attack and damage rolls made with the crossbow. Before shooting the crossbow you may turn a nonmagical bolt loaded in the weapon into a *healing bolt* as no action. If you do not use the bolt within an hour after converting it, it reverts back into a normal bolt. When struck with a *healing bolt* the target takes damage as normal and then heals a number of hit points equal to $4d10 + 4$. You cannot shoot another *healing bolt* from the crossbow until you complete a short or long rest.



Horseman's Lance

Weapon (lance), rare

This lance's adamantine shaft is studded with small horses carved of black pearl. You gain a +1 bonus to attack and damage rolls made with the lance. If you attack with the lance while mounted and your mount moves at least 30 feet before you attack, your first attack roll that round deals an additional $3d10$ piercing damage.

Iron Net

Weapon (net), uncommon

This black net is adorned with skulls carved of ruby and shrieks when thrown. When you hit a target with the net you speak a command word that turns the net into a twisting iron cage for 1 hour. While transformed this way the DC for the Strength check to break free of the net rises to 18, the *iron net* has AC 15, and targets must deal 50 damage to the net to escape and destroy it. Once you have used this ability you cannot use it again until dawn the next day. If the net is destroyed it reforms in 24 hours.

Lashing Grip

Weapon (whip), rare

When cracked this whip lets loose a series of giggles from the twisted mouths carved along the bottom of its obsidian handle. Most impressive is the incredibly strong whip itself, which is fleshy and similar to the long suction-cupped tentacle of an octopus. As an action you can use the whip can to grab an object weighing 50 pounds or less within reach and then drag it to you. If the item is held by another creature roll a Dexterity check contested by the creature's opposing Strength check. If your Dexterity check is greater, you remove the object and drag it to you.

Lightning Glaive

Weapon (glaive), rare (requires attunement)

Lightning bolts are carved into the blade of this glaive. The shaft sports precious desert stones along its length. You gain a +1 bonus to attack and damage rolls with this glaive. While holding the weapon you can cast *haste* on yourself. You cannot cast the spell again using the glaive until you complete a short or long rest.

Pain Doll

Wondrous item, very rare

Upon first glance this item appears to be no more than a simple burlap doll with no hair or clothes in the shape of humanoid. The doll's wicked grin and black sapphire eyes tell keen observers a different tale. You can use the doll in a ritual that targets one humanoid creature whose name you know on the same plane as you. The ritual requires 10 minutes and a piece of hair, nail, or skin from the creature you target which is consumed in the ritual. At the end of the ritual the target must make a DC 17 Constitution saving throw or suffer a level of exhaustion from experiencing excruciating internal pain. You may use the *pain doll* to complete this ritual once every 12 hours.

Plate of the Red Wyrn

Armor (plate), legendary (requires attunement)

The plates of this armor are made from the enormous scales of an ancient red dragon. The helmet of the suit is made in the likeness of a terrifying dragon ready to breathe fire. While you wear this armor you gain a +2 bonus to AC and are resistant to fire damage. As an action you can breathe a 30-foot cone of fire. Creatures in the cone must make a DC 18 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one. You must complete a short or long rest before you can breathe fire using this armor again.

Radiant Chain

Armor (chain mail), very rare (requires attunement)

Brilliant links of gem-encrusted silver that feel warm to the touch make this chain mail. You gain a +2 bonus to AC while you wear this armor. As an action action you can unleash a 20-foot-radius burst of brilliant

light centered on yourself. Creatures in the sphere except for you must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. Creatures who fail this save can repeat it at the end of their turns ending the blinded condition if successful. You cannot use this ability again until you complete a short or long rest.



Razorvine Hide

Armor (hide), rare

Aquamarines lace the neck of this hide armor that is wrapped from head to toe in sharp razorvines. You gain a +1 bonus to AC while wearing this armor. While grappling with another creature, that creature takes 2d4+1 piercing damage at the start of its turn.

Reflecting Half-Plate

Armor (half plate), legendary (requires attunement)

The helmet of this armor is fashioned to look like the head of the tarrasque. Shining zircons are embedded in this armor head-to-toe. You gain a +1 bonus to AC while wearing this armor. When you are targeted with a line or ranged spell attack, roll a d10. On a roll of 2 or 3 the spell is harmlessly deflected away from you. On a roll of 1 the spell is reflected back at the caster.

Ring of the Beast

Ring, uncommon (requires attunement)

This thick wooden ring is flecked with diamond dust and carved with images of an animal. While wearing this ring you can *polymorph* into the creature pictured on the ring. Use the rules of the spell, except that you retain your original form's Intelligence, Wisdom, and Charisma scores. Once you have used this property you cannot use it again until you complete a short or long rest.

The DM can roll or choose on the table to determine the type of beast pictured on the ring.

Types of rings of the beast

d20	Creature
1	Baboon
2	Badger
3	Bat
4	Cat
5	Crab
6	Deer
7	Eagle
8	Frog
9	Hawk
10	Hyena
11	Jackal
12	Lizard
13	Octopus
14	Owl
15	Quipper
16	Rat
17	Raven
18	Scorpion
19	Spider
20	Weasel

Ring of Fear

Ring, very rare (requires attunement)

This iron band is flecked with onyx pieces and always cold to the touch. While you wear the ring, creatures you score a critical hit against must succeed on a DC 15

Charisma saving throw or be frightened of you for 1 minute. Creatures who fail this saving throw can repeat it at the end of their turns ending the frightened condition on a success.

Ring of the Mighty Fist

Ring, uncommon (+1), rare (+2), or very rare (+3)

This simple gold band is topped with one or more jade stones shaped like a fist. The number of stones (maximum three) determines the bonus to unarmed attack and damage rolls you receive while wearing the ring.

Ring of the Vanquished Soul

Ring, rare (requires attunement)

When placed next to the ear, a quiet, mournful moan can be heard issuing from this ring, a black band with a small skull-shaped ruby. When you kill a creature while wearing this ring, a small piece of its soul is absorbed into the ring and a flickering light dances within its skull gem. You can release the piece of the soul within the gem to gain advantage on an ability check, attack roll, or saving throw. When the ring is found, there is a 50% chance it already holds a piece of soul within its gem.

Rod of Arachna

Rod, very rare (requires attunement)

A length of ivory shaped like a bone covered in small onyx spiders that look all too real makes this rod a grisly sight to behold. While holding the rod, you gain a climb speed equal to your speed, can move as if you were wearing *slippers of spiderclimbing* (pg. 200 of the *Dungeon Master's Guide*), and have resistance to poison damage. As an action while holding the rod you can cast the *web* spell (save DC 14). You must complete a short or long rest before you can cast the spell with this rod again.

Rod of Elements

Rod, legendary (requires attunement)

This rod is made of four cylindrical gemstones fused together into one long tube. The ruby, sapphire, emerald, and diamond that make up the *rod of elements* glitter and shine more brightly than normal gems in light. When you wield the rod, you gain resistance to acid, cold, fire, or lightning damage. The damage type you resist is chosen by you and cannot be changed again until you complete a long rest.

While you hold the rod you can cast *conjure elemental*, *fireball*, *gust of wind*, *ice storm*, and *stone shape*. The save DC for these spells is 17. When one of these spells is cast from the *rod of elements*, you cannot cast the spell using the rod again until next dawn.



Rod of Planar Entrapment

Rod, very rare (requires attunement)

A length of mithral and moonstones, this rod has engravings of various cages along its length. While on any plane that is not Pandemonium, as an action you can touch the rod to another creature and speak a command word and force it to make a DC 15 Charisma saving throw. If the target fails the saving throw it is transported to Pandemonium. If the target succeeds on this saving throw it is unaffected and the *rod of planar entrapment* cannot be used against it for another 1d4 weeks.

If the *rod of planar entrapment* is used to trap a creature in Pandemonium while another creature who failed to save against its effect is also in Pandemonium, the former is transported to Pandemonium while the latter appears in its place or the nearest unoccupied space.

While holding the rod you can use your action to bring back a creature transported to Pandemonium by the rod, provided the creature has not left Pandemonium by other means. The creature appears in an unoccupied space nearest to you.

When you find this rod the DM rolls a d20 in secret. On a roll of 15 or lower there is a creature of the DM's choice still in Pandemonium who was transported there by the rod.

Rod of Tentacles, Eyes, and Mouths

Rod, legendary (requires attunement)

This rod is warm to the touch and covered in living human skin. Along the length of the rod eyes of all colors stare endlessly. Between the eyes are mouths of all shapes, silently closed. At either end of the rod hang short squid-like tentacles that can suddenly elongate. While holding this rod you gain the following benefits:

- You gain darkvision out to a range of 120 feet.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet.
- The tentacles on the rod function as +3 *whips*. As an action you can use one of the whip to try and disarm a creature by making a Dexterity ability check contested by the target's Strength or Dexterity ability check (whichever is greater). If you win the contest, the target is disarmed and the object your disarmed lays at your feet. If you have a free hand when you disarm the target you can grab the object you disarmed instead.

Shoes of the Party Lord

Wondrous item, very rare (requires attunement)

These fine green, silver, and blue silk slippers are crafted with emeralds on the heel and made by mages for the more clumsy members of the royal court. The pleasant jingling of tiny bells can be heard when you dance in these shoes in front of an audience. While wearing these shoes you add double your proficiency to Dexterity (Acrobatics) checks to dance or tumble and opportunity attacks made against you are at a disadvantage.

Spy Fly

Wondrous item, uncommon (requires attunement)

This small fly is carved of black pearl and no bigger than the real thing. The small fly is hard to spot and requires a DC 17 Wisdom (Perception) check to detect. You can use an action to speak the item's command word to make the fly come alive. While it is activated and within 300 feet of you, you can use your action to move the fly 30 feet and you see and hear through the item for up to one hour. During this time you are deaf and blind with regard to your own senses. If the fly moves more than 300 feet away from you, it is deactivated. You can deactivate the fly by speaking the command word again as an action. Once the fly has been activated it cannot be reactivated for another 24 hours.

Staff of Hope

Staff, very rare (requires attunement)

If you use your action to shove this diamond-tipped length of white pine into the ground the diamond shines bright light in a 30-foot radius and dim light for an additional 30 feet. Allies in the bright light gain 5 temporary hit points at the start of their turns and have advantage on saving

throws against being frightened. This effect lasts 1 minute and cannot be used again until you have completed a long rest.

Staff of Lordly Might

Staff, legendary (requires attunement)

This staff has a head carved of onyx and a shaft of gold and functions as a quarterstaff that grants +3 bonus to attack and damage rolls made with it. The staff has properties associated with six different buttons that are set in a row along its length.

Six Buttons. You can press one of the staff's six buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

If you press **button 1**, the staff becomes a *frost brand* greatsword as the top half of the staff transforms into an enormous blade.

If you press **button 2**, the staff's onyx head transforms into an enormous hammer, turning the staff into a magic maul that grants a +3 bonus to attack and damage rolls.

If you press **button 3**, the staff's onyx head lengthens and transforms into an pointed tip, transforming the staff into a magic pike that grants a +3 bonus to attack and damage rolls.

If you press **button 4**, the staff floats on top of liquid like a piece of driftwood. The staff can float with up to 4,000 pounds of weight attached to it.

If you press **button 5**, the onyx head of the staff sheds bright light in a 60-foot-radius sphere and dim light for an additional 60 feet.

If you press **button 6**, the staff will suck up 50 gallons of any liquid its head is placed in. Pressing this button again causes the staff to release all the liquid at once out of its head.

Detect Magic. While holding the staff you can use your action to cast the *detect magic* spell from it. This property can't be used again until next dawn.

Detect Secret Doors and Traps. While holding the staff you can use your action to search for secret doors and traps. If a secret door or trap is within 30 feet of you, the staff's onyx head pulses with light and points at the one nearest to you. This property can't be used again until next dawn.

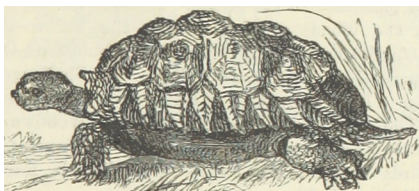
Thunder Strike. When you hit a creature with a melee attack using the staff, you can force the target to make a DC 17 Constitution saving throw. On a failure the target takes an extra 4d6 thunder damage and is knocked 20 feet away from you and lands prone. This property can't be used again until next dawn.

Staff of the Muse

Staff, very rare (requires attunement a bard or wizard)

While attuned to this sapphire-studded ivory staff you feel inspired to create. It might be writing, painting, acting, singing, sculpting, dancing, or some other art form. This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *calm emotions* (2 charges), *hypnotic pattern* (3 charges), *Otto's irresistible dance* (5 charges), or *Tasha's hideous laughter* (1 charge).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into ashes and is destroyed.



Staff of Walls

Staff, very rare (requires attunement by a druid, sorcerer, or wizard)

This staff is a long and skinny marble column with white pearls embedded along its length. When you use the staff as a cane or walking stick your step feels sturdy and secure. While you hold this staff, you have advantage on saving throws against effects that move you or knock you prone, whether or not these effects also deal damage. This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *wall of fire* (3 charges), *wall of force* (4 charges), *wall of ice* (4 charges), *wall of stone* (4 charges), *wall of thorns* (4 charges), or *wind wall* (2 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into ashes and is destroyed.

Tortoise Shell

Armor (hide), very rare

This green and brown hide armor is actually constructed of tortoise shells and a wearer feels slightly more secure and safe when it is donned. While wearing this armor you gain a +2 bonus to AC. In addition, the armor can cast *sanctuary* (save DC 15) on you as an action. You must complete a long rest before using this armor to cast the spell again.

Tracking Compass

Wondrous item, uncommon

This brass-encased compass with a moonstone tipped needle points in the direction of the name of an object on the same plane as you when you speak the object's name aloud while holding the compass. The name of the object must be

specific. You cannot simply ask to be pointed toward the closest magic sword, but asking the compass to point you toward the *Sword of Kas* would activate its magic. How specific you must get is up to the DM.

Trailblazer Beetles

Wondrous item, rare

This fist sized, copper orb is dotted with tiny obsidians and constantly appears to have movement just underneath its shiny surface. The cardinal directions are carved into the sphere. When you throw the orb it turns into 500 tiny, copper scarab beetles who eat vegetation and snow. In forests, jungles, and snow fields that are difficult terrain the beetles make a 5-foot wide path that is no longer difficult terrain. These paths are easily followed and cannot be made through solid rock, large trees, or other large objects determined by the DM. The beetles move in a path and pace defined by you (or the person who threw the orb). They travel at a typical slow, normal, or fast travel pace for 10 hours and then revert back to orb status. They can be deactivated before that with an action. They eat only plants and snow. They cannot be used again until next dawn.

Wand of Entertainment

Wand, uncommon

Appearing as a lapis lazuli tipped conductor's baton the *wand of entertainment* sounds like an orchestra softly tuning when first drawn. This wand has 3 charges. While holding it you can use an action to expend 1 charge that calls forth inspiring orchestral music. Any ally within 60 feet of you that can hear has advantage on Wisdom and Charisma ability checks and saving throws until the start of your next turn. The wand regains 1d3 expended charges daily at dawn.

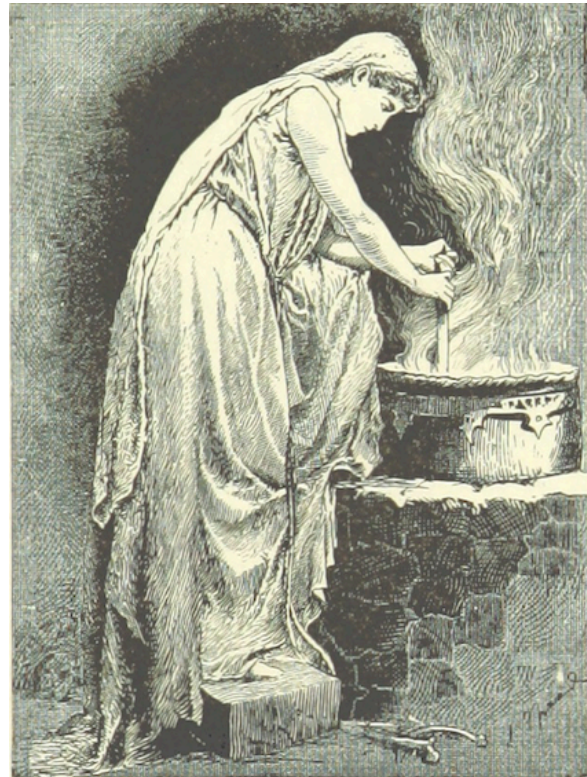
Wand of Ooze

Wand, rare (requires attunement)

This length of porous stone flecked with emerald and sapphire dust always feels damp to the touch. This wand has 7 charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Command Ooze. While holding the wand, you can use an action to expend 1 charge to *command* any ooze per the spell (save DC 15). This works on any ooze, even if the creature would not normally be able to understand you.

Ooze Polymorph. While holding the wand, you can use an action to expend 2 charges to *polymorph* any non-ooze per the spell (save DC 15). Instead of turning into a creature with the beast type, the target must become an ooze if it fails the saving throw.



Wand of the Weird Wizard

Wand, rare (requires attunement by a spellcaster)

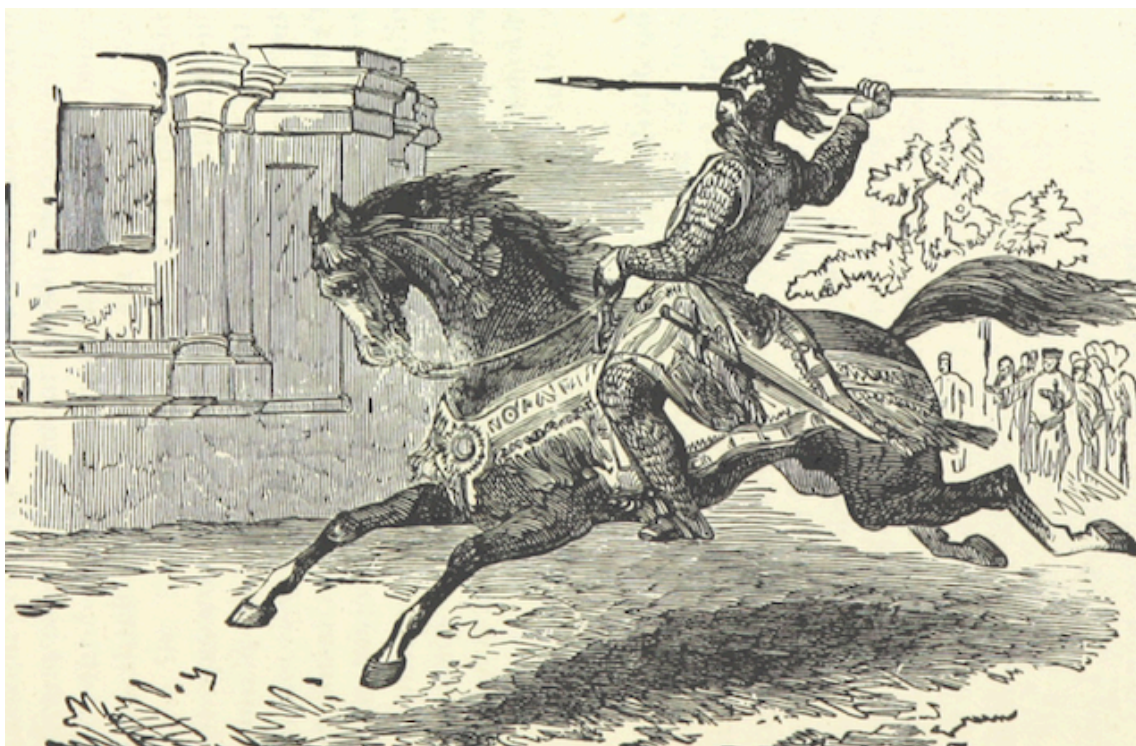
This wand is corkscrew-shaped and each coil is made of a different color zircon. When you cast a spell which deals acid, cold, fire, lightning, or thunder damage you can change the damage type of the spell to any of the other damage types listed in this description.

Wand of Woe

Wand, uncommon

A line of conjoined tiny rodent skulls with emerald eyes makes the wand of woe a grisly site to behold. This wand has 7 charges. While holding it you can use an action to expend 1 or more of its charges to cast the *inflict wounds* spell from it. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



Common Magic Weapon Properties

The following properties can be applied to any weapon. A character does not need to attune to any weapons with these properties unless the DM decides otherwise. Except where specified, a character must be holding the weapon to take advantage of its magical properties. All of the weapons with these properties are considered common in terms of rarity.

Common Weapon Properties

d100	Property
1	As an action you can make the weapon shed bright light in a 10-foot radius and dim light in another 10 feet. You can use another action to make the weapon stop shedding light.
2	As an action you can make this weapon deal acid damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have completed a long rest. You can use another action to end the effect before the duration expires.
3	As an action you can make this weapon deal cold damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have completed a long rest. You can use another action to end the effect before the duration expires.
4	As an action you can make this weapon deal fire damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have completed a long rest. You can use another action to end the effect before the duration expires.

5	As an action you can make this weapon deal lightning damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have completed a long rest. You can use another action to end the effect before the duration expires.
6	As an action you can make this weapon deal thunder damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have completed a long rest. You can use another action to end the effect before the duration expires.
7	As an action you can make this weapon deal psychic damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have completed a long rest. You can use another action to end the effect before the duration expires.
8	As an action you can make this weapon deal radiant damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have completed a long rest. You can use another action to end the effect before the duration expires.
9	As an action you can make this weapon deal necrotic damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have completed a long rest. You can use another action to end the effect before the duration expires.
10	As a bonus action you gain advantage on your next attack roll made before the end of your next turn. You cannot use this ability again until you complete a long rest.
11	As a action you gain advantage on your next attack roll made before the end of your next turn. You cannot use this ability again until you complete a short rest.
12	Critical hits made with this weapon deal 2 extra damage of the weapon's type.
13	You add 1d4 to a damage roll made with this weapon. You cannot use this ability again until you complete a short or long rest.

14	You add 1d10 to a damage roll made with this weapon. You cannot use this ability again until you complete a long rest.
15	As an action you can cast <i>acid splash</i> . You gain a +5 bonus to the spell's attack roll. You cannot use this ability again until you complete a short or long rest.
16	As an action you can cast <i>fire bolt</i> . You gain a +5 bonus to the spell's attack roll. You cannot use this ability again until you complete a short or long rest.
17	As an action you can cast <i>light</i> . You cannot use this ability again until you complete a short or long rest.
18	As an action you can cast <i>mage hand</i> . You cannot use this ability again until you complete a short or long rest.
19	As an action you can cast <i>minor illusion</i> (spell save DC 13). You cannot use this ability again until you complete a short or long rest.
20	As an action you can cast <i>poison spray</i> (spell save DC 13). You cannot use this ability again until you complete a short or long rest.
21	As an action you can cast <i>ray of frost</i> . You gain a +5 bonus to the spell's attack roll. You cannot use this ability again until you complete a short or long rest.
22	As an action you can cast <i>spare the dying</i> . You cannot use this ability again until you complete a short or long rest.
23	As an action you can cast <i>message</i> . You cannot use this ability again until you complete a short or long rest.
24	As an action you can cast <i>mending</i> . You cannot use this ability again until you complete a short or long rest.
25	As an action you can <i>control flames</i> . You cannot use this ability again until you complete a short or long rest.
26	As an action you can cast <i>gust</i> (spell save DC 13). You cannot use this ability again until you complete a short or long rest.

27	As an action you heal 1d4+1 hit points. You cannot use this ability again until you complete a long rest.
28	As a bonus action you gain advantage on your next ability check made before the end of your next turn. You cannot use this ability again until you complete a long rest.
29	As a action you gain advantage on your next ability check made before the end of your next turn. You cannot use this ability again until you complete a short or long rest.
30	You gain advantage on a saving throw. You cannot use this ability again until you complete a long rest.
31	As an action you command the weapon to point in the direction of the closest source of water.
32	As an action the weapon can turn a small, worthless, unattended, organic object (such as a clump of dirt) into a bland, edible substance. This substance provides enough food to feed a Small or Medium sized creature for one day. You cannot use this ability again until you complete a long rest.
33	The weapon sheds 30 feet of bright purple light and another 30 feet of dim light after that whenever an aberration is within 100 feet of it.
34	The weapon sheds 30 feet of bright light and another 30 feet of dim light after that whenever a celestial is within 100 feet of it.
35	The weapon sheds 30 feet of bright light and another 30 feet of dim light after that whenever a construct is within 100 feet of it.
36	The weapon sheds 30 feet of bright light and another 30 feet of dim light after that whenever a dragon is within 100 feet of it.
37	The weapon sheds 30 feet of bright light and another 30 feet of dim light after that whenever an elemental is within 100 feet of it.
38	The weapon sheds 30 feet of bright red light and another 30 feet of dim light after that whenever a fiend is within 100 feet of it.
39	The weapon sheds 30 feet of bright light and another 30 feet of dim light after that whenever a giant is within 100 feet of it.

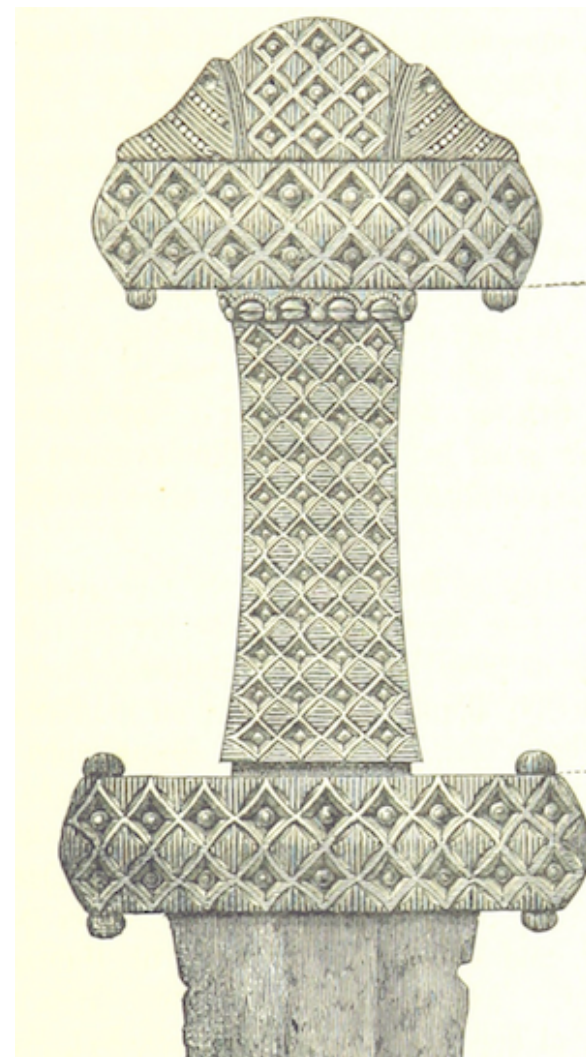
40	The weapon sheds 30 feet of bright light and another 30 feet of dim light after that whenever a monstrosity is within 100 feet of it.
41	The weapon sheds 30 feet of bright green light and another 30 feet of dim light after that whenever an ooze is within 100 feet of it.
42	The weapon sheds 30 feet of bright light and another 30 feet of dim light after that whenever an undead is within 100 feet of it.
43	This weapon gains a +1 bonus to damage rolls against aberrations.
44	This weapon gains a +1 bonus to damage rolls against beasts.
45	This weapon gains a +1 bonus to damage rolls against constructs.
46	This weapon gains a +1 bonus to damage rolls against dragons.
47	This weapon gains a +1 bonus to damage rolls against elementals.
48	This weapon gains a +1 bonus to damage rolls against fiends.
49	This weapon gains a +1 bonus to damage rolls against giants.
50	This weapon gains a +1 bonus to damage rolls against monstrosities.
51	This weapon gains a +1 bonus to damage rolls against oozes.
52	This weapon gains a +1 bonus to damage rolls against undead.
53	As a reaction you gain a +1 bonus to AC which lasts until the start of your next turn. You cannot use this ability again until you complete a short or long rest.
54	As a reaction you gain a +1d4 bonus to AC that lasts until the start of your next turn. You cannot use this ability again until you complete a long rest.
55	As an action you cast <i>comprehend languages</i> . You cannot use this ability again until you complete a long rest.
56	As an action you cast <i>detect magic</i> . You cannot use this ability again until you complete a long rest.

57	As an action you cast <i>disguise self</i> (spell save DC 13). You cannot use this ability again until you complete a long rest.
58	As an action you can cast <i>jump</i> on yourself. You cannot use this ability again until you complete a long rest.
59	As an action you command the weapon to point in the direction of the closest settlement of humanoids with a population over 100.
60	As a bonus action you are resistant to acid damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
61	As a bonus action you are resistant to cold damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
62	As a bonus action you are resistant to fire damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
63	As a bonus action you are resistant to lightning damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
64	As a bonus action you are resistant to thunder damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
65	As a bonus action you are resistant to psychic damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
66	As a bonus action you are resistant to radiant damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
67	As a bonus action you are resistant to necrotic damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
68	As an action you are resistant to all damage until the end of your next turn. You cannot use this ability again until you complete a long rest.

69	Enemies have disadvantage when attempting to disarm you while wielding this weapon.
70	As an action you gain 5 temporary hit points. You cannot use this ability again until you complete a short or long rest.
71	As an action you gain 15 temporary hit points. You cannot use this ability again until you complete a long rest.
72	You gain a +1 bonus to damage rolls made with the weapon against enemies who have hit you since the end of your last turn.
73	You gain a +1 bonus to attack rolls made with the weapon against enemies who have hit you since the end of your last turn.
74	As an action you make this weapon appear to others as a similarly shaped and sized object of your choice. Anyone interacting with the weapon instantly realizes its true nature and if you make an attack with the weapon others see it for what it truly is. With another action you can make it appear to be a weapon again.
75	As long as you were the last creature to touch the weapon, while it is unattended, you can see it, and it is no more than 50 feet away from you, you can call the weapon to your hand as a free action.
76	This weapon does not rust and has twice the hit points of a normal weapon of its type.
77	This weapon gains a +1 bonus to attack rolls against aberrations.
78	This weapon gains a +1 bonus to attack rolls against beasts.
79	This weapon gains a +1 bonus to attack rolls against constructs.
80	This weapon gains a +1 bonus to attack rolls against dragons.
81	This weapon gains a +1 bonus to attack rolls against elementals.
82	This weapon gains a +1 bonus to attack rolls against fiends.
83	This weapon gains a +1 bonus to attack rolls against giants.
84	This weapon gains a +1 bonus to attack rolls against monstrosities.

85	This weapon gains a +1 bonus to attack rolls against oozes.
86	This weapon gains a +1 bonus to attack rolls against undead.
87	As an action you command the weapon to point in the direction of the closest gem worth 50 gp or more.
88	As an action you command the weapon to point in the direction of the closest art object worth 100 gp or more.
89	While carrying this weapon you have advantage on Wisdom (Perception) checks that rely on smell.
90	You can reroll a natural 1 rolled on a d20 for an ability check, attack roll, or saving throw. You cannot use this ability again until you complete a long rest.
91	When an attack roll made with this weapon results in a miss, you gain 1 temporary hit point.
92	When an attack roll made with this weapon results in a miss, you gain a +1 bonus on the next attack roll you make before the end of your next turn.
93	When an attack roll made with this weapon results in a miss, you gain a +1 bonus on the next damage roll you make before the end of your next turn.
94	This weapon is collapsible. As an action you can fold it up and hide it on your person. When collapsed, the weapon is no larger than a pencil and takes a DC 15 Wisdom (Perception) check to notice on your person. It takes another action to unfold the weapon.
95	While carrying this weapon you can read, speak, and write one extra language of the DM's choice.
96	As an action you teleport 10 feet to a space you can see. You cannot use this ability again until you complete a long rest.
97	As an action you gain a climbing speed equal to your walking speed for 1 minute. You cannot use this ability again until you complete a long rest.

98	As an action you gain a swimming speed equal to your walking speed for 1 minute. You cannot use this ability again until you complete a long rest.
99	Roll twice on this table.
100	Roll three times on this table.



Common Wondrous Items

The following wondrous items are all of common rarity.

Common Wondrous Items

d100	Item	Item Description
1	<i>Amulet of clear hearing</i>	If you are deafened while wearing this amulet, you can use your reaction to end the deafened condition. You cannot use this ability again until you complete a short or long rest.
2	<i>Amulet of fierce vitality</i>	If an attacker misses you with an attack while you are wearing this amulet, you can gain 15 temporary hit points as a reaction. You cannot use this ability again until you complete a long rest.
3	<i>Amulet of gradual vitality</i>	If an attacker misses you with an attack while you are wearing this amulet, you can gain 5 temporary hit points as a reaction. You cannot use this ability again until you complete a short or long rest.
4	<i>Amulet of lifesaving</i>	If you fail a death saving throw while wearing this amulet, the item casts <i>spare the dying</i> on you. The amulet cannot cast this spell again for another 24 hours.
5	<i>Amulet of light</i>	As an action you can make the amulet shed bright light in a 15-foot radius and dim light in another 15 feet. You can use another action to make the amulet stop shedding light.

6	<i>Amulet of riposte</i>	If an attacker misses you with a melee attack while you are wearing this amulet, you can make an opportunity attack against the attacker as a reaction. You cannot use this ability again until you complete a long rest.
7	<i>Amulet of shield</i>	While wearing this amulet as a reaction you can cast <i>shield</i> . You cannot use this ability again until you complete a long rest.
8	<i>Athlete's sandals</i>	When you take the dash action, you may activate the magic of the sandals and move an extra 5 feet. You must complete a short or long rest before you can use this ability again.
9	<i>Battle tent</i>	This canvas tent can sleep up to 6 Medium or Small creatures and cannot be torn down by natural weather.
10	<i>Bedroll of ultimate rest</i>	When you sleep on this bedroll during a long rest you gain inspiration at the end of the rest.
11	<i>Bedroll of vitality</i>	When you sleep on this bedroll during a long rest you regain 1 more hit die than you normally would at the end of the rest, up to your hit die maximum.
12	<i>Belt of blind strength</i>	While you are blinded and wearing this belt you gain a +1d4 bonus to damage on melee attacks.
13	<i>Belt of caged strength</i>	While you are restrained and wearing this belt you gain a +1d4 bonus to damage on melee attacks.

14	<i>Belt of climbing assistance</i>	When you fail a Strength (Athletics) check while climbing which would cause you to fall and are wearing this belt, you may activate the magic of this belt to reroll the check. You must use the new result. You must complete a short or long rest before using this ability again.
15	<i>Belt of iron resistance</i>	When you wear this belt, as an action you are resistant to all damage until the end of your next turn. You cannot use this ability again until you complete a long rest.
16	<i>Belt of poisoned strength</i>	While you are poisoned and wearing this belt you gain a +1d4 bonus to damage on melee attacks.
17	<i>Book of knowledge</i>	While holding this book you can use an action to automatically know a single piece of lore about a specific subject. The specifics are determined by the DM. You cannot use this ability again until you complete a long rest.
18	<i>Boots of jump</i>	While wearing these boots as an action you can cast <i>jump</i> on yourself. You cannot use this ability again until you complete a long rest.
19	<i>Boots of the stalwart servant</i>	If you are moved forcibly while wearing these boots you can use a reaction to reduce the movement by 5 feet. You must complete a short or long rest before you can use this ability again.

20	<i>Bracelet of acid resistance</i>	When you wear this bracelet as a bonus action you are resistant to acid damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
21	<i>Bracelet of cold resistance</i>	When you wear this bracelet as a bonus action you are resistant to cold damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
22	<i>Bracelet of fire resistance</i>	When you wear this bracelet as a bonus action you are resistant to fire damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
23	<i>Bracelet of lightning resistance</i>	When you wear this bracelet as a bonus action you are resistant to lightning damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
24	<i>Bracelet of necrotic resistance</i>	When you wear this bracelet as a bonus action you are resistant to necrotic damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
25	<i>Bracelet of psychic resistance</i>	When you wear this bracelet as a bonus action you are resistant to psychic damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
26	<i>Bracelet of radiant resistance</i>	When you wear this bracelet as a bonus action you are resistant to radiant damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.

27	<i>Bracelet of thunder resistance</i>	When you wear this bracelet as a bonus action you are resistant to thunder damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.
28	<i>Bracers of death's might</i>	When you score a critical hit against another creature while wearing these bracers you deal an extra 1d4 necrotic damage.
29	<i>Bracers of fiery might</i>	When you score a critical hit against another creature while wearing these bracers you deal an extra 1d4 fire damage.
30	<i>Bracers of lifestealing</i>	When you score a critical hit against another creature with an attack you heal 2 hit points.
31	<i>Bracers of psychic might</i>	When you score a critical hit against another creature while wearing these bracers you deal an extra 1d4 psychic damage.
32	<i>Bracers of radiant might</i>	When you score a critical hit against another creature while wearing these bracers you deal an extra 1d4 radiant damage.
33	<i>Bracers of stormy might</i>	When you score a critical hit against another creature while wearing these bracers you deal an extra 1d4 lightning damage.
34	<i>Bracers of thunderous might</i>	When you score a critical hit against another creature while wearing these bracers you deal an extra 1d4 thunder damage.
35	<i>Bracers of victorious might</i>	When you score a critical hit against another creature with an attack you gain 5 temporary hit points.
36	<i>Bracers of Winter's might</i>	When you score a critical hit against another creature while wearing these bracers you deal an extra 1d4 cold damage.

37	<i>Brooch of good business</i>	While wearing this brooch you gain advantage on Charisma (Persuasion) checks used to convince merchants of the same race as you to lower a nonmagical item's price.
38	<i>Cheater's deck</i>	While playing a game with these cards you have advantage on any gaming set check you make.
39	<i>Cheater's dice</i>	While playing a game with these dice you have advantage on any gaming set check you make.
40	<i>Cloak of the porcupine</i>	While wearing this spine-covered cloak as an action you can release the spines in a 5-foot-radius burst. Any creatures other than you in the burst must succeed on a DC 13 Dexterity saving throw. Creatures who fail takes 1d8 piercing damage. It takes 12 hours for the spines to regrow on the on the cloak.
41	<i>Coffee pot of the awakened</i>	Drinking a cup of coffee or tea from this single-serving coffee pot grants you inspiration. The coffee cannot grant this benefit again for another 24 hours.
42	<i>Coin of karma</i>	When you fail an ability check, attack roll, or saving throw, you may flip this coin as a reaction. If it lands heads up, you can reroll and you must take the new result. If it lands tails up, you take 10 psychic damage that cannot be reduce in any way. You must complete a short or long rest before you can use this ability again.

43	<i>Coin of the warrior's gamble</i>	When you hit with an attack, you can flip this coin. If it lands heads up, you deal 10 extra damage of the attack's type. If it lands tails up, you take 10 psychic damage that cannot be reduced in any way. You cannot use this ability again until you complete a long rest.
44	<i>Coin of vitality</i>	As a bonus action you can flip this coin. If it lands heads up, you gain 10 temporary hit points. If it lands tails up, you take 10 psychic damage that cannot be reduced in any way. You cannot use this ability again until you complete a long rest.
45	<i>Compass of aberration finding</i>	Speak the name of a general category of aberration (such as mind flayer or beholder) and this compass will point in the direction of the closest creature of this type for 24 hours. If the closest creature of this type dies or moves too far away to be the closest, the compass points to the new closest creature that fits the description. The compass will not accept a new category of aberration until 24 hours have passed.

46	<i>Compass of beast finding</i>	Speak the name of a general category of beast (such as deer or bear) and this compass will point in the direction of the closest creature of this type for 24 hours. If the closest creature of this type dies or moves too far away to be the closest, the compass points to the new closest creature that fits the description. The compass will not accept a new category of beast until 24 hours have passed.
47	<i>Compass of undead finding</i>	Speak the name of a general category of undead (such as mummy, skeleton, vampire, or zombie) and this compass will point in the direction of the closest creature of this type for 24 hours. If the closest creature of this type dies or moves too far away to be the closest, the compass points to the new closest creature that fits the description. The compass will not accept a new category of undead until 24 hours have passed.
48	<i>Crown of humility</i>	When you don this wooden crown it must stay on your head for 24 hours. While you wear it, an illusion makes you appear to others as a malnourished, ragged, filthy version of the person you truly are. People who interact with you physically can disbelieve this illusion by succeeding on a DC 13 Intelligence (Investigation) check.

49	<i>Earsplitting stone</i>	As an action you can throw this small stone 60 feet. Creatures within 5 feet of the stone must succeed on a DC 13 Constitution saving throw or become deafened for 1 minute. Creatures who fail this saving throw can repeat the saving throw at the end of their turn, ending the deafened condition on a successful save. You must complete a long rest before using this ability again.
50	<i>Gauntlet of ground smashing</i>	While wearing this gauntlet you can use your action to punch the ground, releasing a shockwave of energy in a 5-foot-radius burst. Creatures standing in the burst except for you must succeed on a DC 13 Strength saving throw or fall prone. You cannot use this ability again until you complete a long rest.
51	<i>Gloves of shocking grasp</i>	While wearing these gloves as an action you can <i>shocking grasp</i> . You gain a +5 bonus to the spell's attack roll. You cannot use this ability again until you complete a short or long rest.
52	<i>Goodberry branch</i>	While holding this branch as an action you can cast <i>goodberry</i> . Instead of appearing in your hand, the berries grow from the branch. You must complete a long rest before you can use this ability again.
53	<i>Handbell of alarm</i>	While holding this handbell you can cast <i>alarm</i> . You cannot use this ability again until you complete a long rest.

54	<i>Headband of blade ward</i>	While wearing this headband as an action you can cast <i>blade ward</i> . You cannot use this ability again until you complete a short or long rest.
55	<i>Headband of chill touch</i>	While wearing this headband as an action you can cast <i>chill touch</i> . You gain a +5 bonus to the spell's attack roll. You cannot use this ability again until you complete a short or long rest.
56	<i>Headband of command</i>	While wearing this headband as an action you can cast <i>command</i> (spell save DC 13). You cannot use this ability again until you complete a long rest.
57	<i>Headband of eldritch blast</i>	While wearing this headband as an action you can cast <i>eldritch blast</i> . You gain a +5 bonus to the spell's attack roll. You cannot use this ability again until you complete a short or long rest.
58	<i>Headband of friends</i>	While wearing this headband as an action you can cast <i>friends</i> (spell save DC 13). You cannot use this ability again until you complete a short or long rest.
59	<i>Headband of hellish rebuke</i>	While wearing this headband you can cast <i>hellish rebuke</i> as a reaction (spell save DC 13). You must complete a long rest before you can use this ability again.
60	<i>Headband of prestidigitation</i>	While wearing this headband as an action you can cast <i>prestidigitation</i> . You cannot use this ability again until you complete a short or long rest.

61	<i>Headband of produce flame</i>	While wearing this headband as an action you can cast <i>produce flame</i> . You gain a +5 bonus to the spell's attack roll. You cannot use this ability again until you complete a short or long rest.
62	<i>Headband of sacred flame</i>	While wearing this headband as an action you can cast <i>sacred flame</i> (spell save DC 13). You cannot use this ability again until you complete a short or long rest.
63	<i>Headband of speak with animals</i>	While wearing this headband as an action you can cast <i>speak with animals</i> . You must complete a long rest before you can use this ability again.
64	<i>Headband of thaumaturgy</i>	While wearing this headband as an action you can cast <i>thaumaturgy</i> . You cannot use this ability again until you complete a short or long rest.
65	<i>Headband of true strike</i>	While wearing this headband as an action you can cast <i>true strike</i> . You cannot use this ability again until you complete a short or long rest.
66	<i>Headband of vicious mockery</i>	While wearing this headband as an action you can cast <i>vicious mockery</i> (spell save DC 13). You cannot use this ability again until you complete a short or long rest.
67	<i>Headdress of animal charming</i>	While wearing this headdress as an action you can cast <i>animal friendship</i> (spell save DC 13). You must complete a long rest before you can use this ability again.

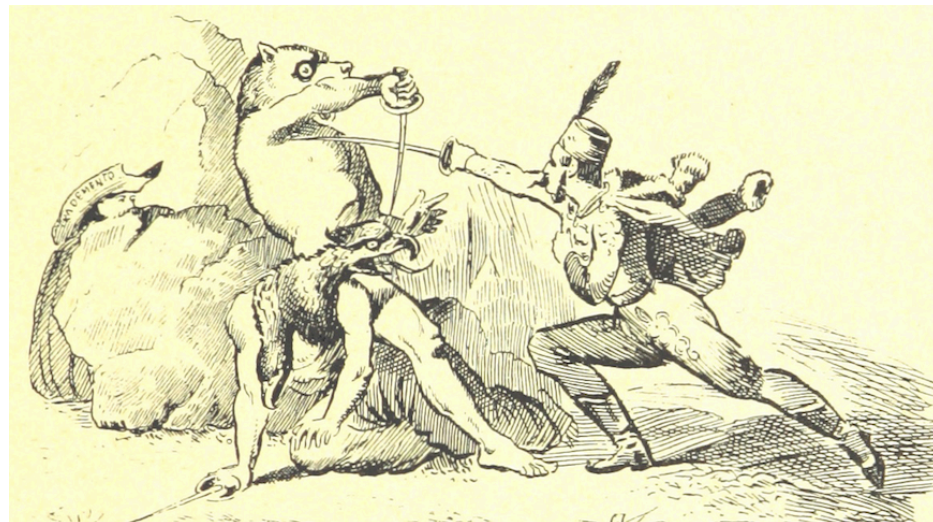
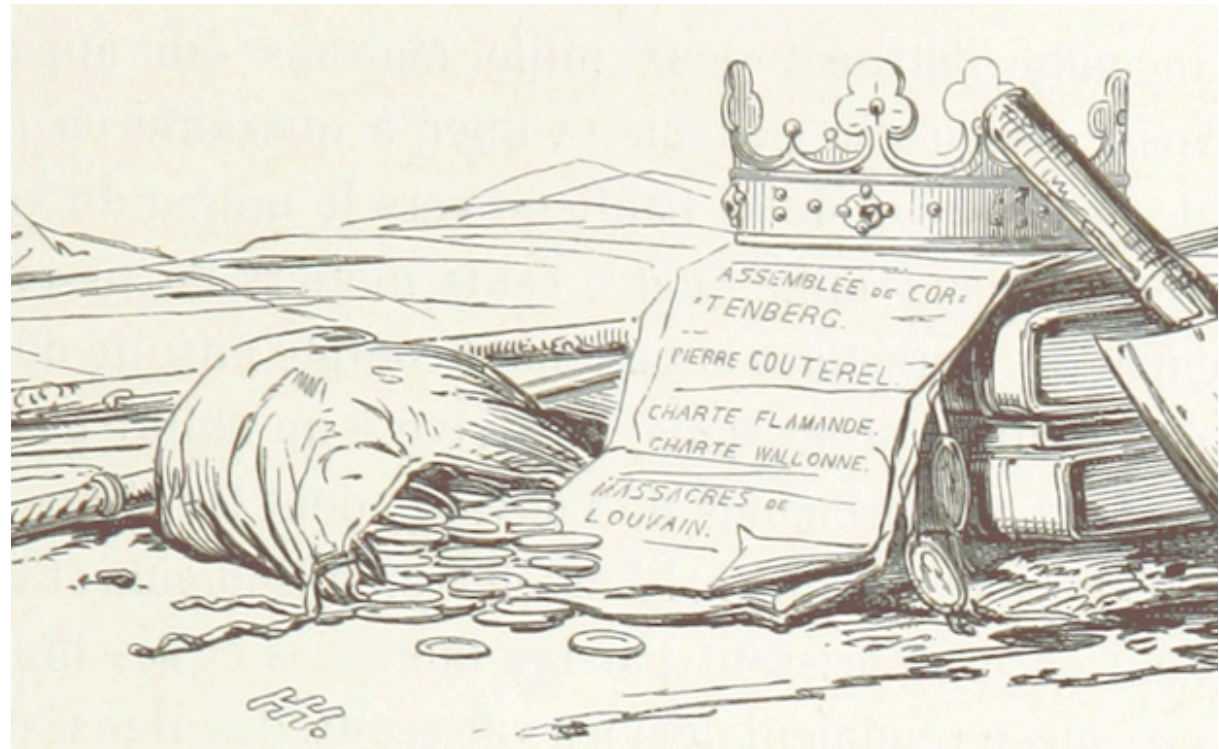
68	<i>Healer's megaphone</i>	While holding this megaphone as a bonus action you can cast <i>healing word</i> . You cannot use this ability again until you complete a long rest.
69	<i>Helm of the shovel</i>	While wearing this helm you can use an action to give yourself a burrow speed of 20 feet for 1 minute. You cannot use this ability again until you complete a long rest.
70	<i>Horrid mirror</i>	Whenever any creature looks into this hand mirror, it sees a zombified version of itself.
71	<i>Infinite chalk</i>	This piece of chalk never runs out.
72	<i>Mat of calming influence</i>	As an action you can unroll this 5-foot-square mat and place it on the ground beneath you or in any adjacent square. It takes another action to pickup the heavy mat or to drag it 10 feet. A creature who stands on the mat gains advantage on saving throws against fear effects.
73	<i>Metal mushroom</i>	As an action you can throw this onyx mushroom statuette 30 feet. Upon impact it releases a 5-foot cloud of spores. Creatures in the cloud must succeed on a DC 13 Constitution saving throw or become poisoned until the start of your next turn. You must complete a long rest before using this ability again.
74	<i>Miner's multitool</i>	As an action you can change the head of this wood-shafted tool. It can be a shovel, a miner's pick, a drill, or a cage holding a live canary.

75	<i>Necklace of blinding vengeance</i>	While wearing this necklace any creature who critically hits you with an attack must succeed on a DC 13 Constitution saving throw or become blinded until the end of its next turn.
76	<i>Necklace of poisoning vengeance</i>	While wearing this necklace any creature who critically hits you with an attack must succeed on a DC 13 Constitution saving throw or become poisoned until the end of its next turn.
77	<i>Necklace of apology</i>	While wearing this necklace any creature who critically hits you with an attack must succeed on a DC 13 Wisdom saving throw or be charmed by you until the end of its next turn.
78	<i>Necklace of counteraction</i>	While wearing this necklace if you are critically hit with an attack as a reaction you may heal 1d4+1 hit points.
79	<i>Necklace of disappearance</i>	While wearing this necklace if you are critically hit with an attack as a reaction you may become invisible until the end of your next turn. Attacking or casting a spell ends the invisible condition early.
80	<i>Necklace of swift escape</i>	While wearing this necklace if you are critically hit with an attack as a reaction you may teleport 5 feet in any direction to an unoccupied square as a reaction.
81	<i>Necklace of terrifying vengeance</i>	While wearing this necklace any creature who critically hits you with an attack must succeed on a DC 13 Wisdom saving throw or be frightened of you until the end of its next turn.

82	<i>Notebooks of message</i>	This pair of notebooks are attuned to one another. As an action you can cast <i>message</i> to send a message only to the bearer of the other notebook in this pair. You must wait 1 hour before you can use this ability again.
83	<i>Piggy token</i>	As an action you can cast <i>minor illusion</i> (spell save DC 13) while holding this coin emblazoned with the image of a pig. You can only use the spell to create the image or sound of a pig or boar.
84	<i>Prism glasses</i>	If you have darkvision and are wearing these glasses, the first 15 feet of your darkvision you see in color.
85	<i>Quiet time music box</i>	As an action you can play this music box and cast <i>calm emotions</i> (spell save DC 13). You must complete a long rest before you can use this ability again.
86	<i>Quill of dictation</i>	As an action you can activate this quill to begin writing everything you say. You must be the last person to have touched the quill in order to activate this power and it will write only what you say. You also must provide the quill with ink and parchment in order for it to write. The moment it runs out of clean paper on a page, the quill stops writing and must be activated again.
87	<i>Ratty token</i>	As an action you can cast <i>minor illusion</i> (spell save DC 13) while holding this coin emblazoned with the image of a rat. You can only use the spell to create the image or sound of a Small rodent.

88	<i>Sap spigot</i>	As an action you can drive this spigot into a tree and it pours forth 1d10 cups of nutritious sap. 1 cup of sap is enough to feed a Medium or Small creature for 1 day. The spigot may also be used in the same way on cacti, but instead produces 1 liter of water. After using this ability you must wait 24 hours before you may use it again.
89	<i>Shocking shirt</i>	While you are incapacitated and wearing this shirt, any creature who touches you or hit you with a melee attack takes 1d4 lightning damage.
90	<i>Shoes of the leaping lily</i>	The maximum amount of movement it costs you to stand from prone is 10 feet.
91	<i>Sleepy time music box</i>	As an action you can play this music box and cast <i>sleep</i> . You must complete a long rest before you can use this ability again.
92	<i>Slippers of the fancy dodge</i>	If you are hit with an attack while wearing these slippers, as a reaction you can force the attacker to reroll its attack and the attacker must take the second result. You cannot use this ability again until you complete a short or long rest.
93	<i>Sound stone</i>	As an action you can use the stone to cast <i>minor illusion</i> (spell save DC 13). You can only use the spell to create a sound and not an image. The sound must emanate from the stone.
94	<i>Spoon of good eats</i>	Any meal you cook using this spoon feeds 1.5 times the number of people it normally would.

95	<i>Tablecloth of purified food and drink</i>	As an action you while touching this 5-foot-square tablecloth you cast <i>purify food and drink</i> on all food and drink on top of the tablecloth. You must complete a short or long rest before you can use this ability again.
96	<i>Tasha's megaphone</i>	While holding this megaphone as an action you can cast <i>Tasha's hideous laughter</i> (spell save DC 13). You cannot use this ability again until you complete a long rest.
97	<i>Truly portable ram</i>	This portable ram weighs 1/2 lb. and as an action can be folded into a 6-inch cube. Another action is required to unfold the ram for use.
98	<i>Urgent ram</i>	This portable ram provides a +6 bonus on Strength checks made to break down doors.
99	<i>Vest of feather fall</i>	As a reaction you can cast <i>feather fall</i> , but it only effects you. You must complete a short or long rest before you use this ability again.
100	<i>Warming vest</i>	If this vest is placed in a large fire, such as a campfire, for an hour, it retains the heat for 12 hours. A creature wearing the vest while warm cannot gain levels of exhaustion from exposure to cold.



Cursed Item Properties

When giving a magic item (or a non-magical item) to your players, you may choose to add a cursed property to the item. These cursed properties are in addition to any other properties the item may already have. To give an item a cursed property, first determine if the item is a weapon, a piece or suit of armor, a spellcasting focus, a consumable magic item, or a non-armor wearable item (such as a ring, a cloak, a pair of boots, etc.). Then roll or pick a cursed property for the item on the appropriate table.



Cursed Armor Properties

d20	Property
1	While wearing this armor ranged weapon attacks have advantage on attack rolls against you.
2	While wearing this armor ranged spell attacks have advantage on attack rolls against you.
3	You cannot doff this armor without a <i>remove curse</i> spell or similar magic.
4	While wearing this armor creatures of a specific type (DM's choice) have advantage on attack rolls against you.
5	While wearing this armor you are vulnerable to a specific type of damage (DM's choice).
6	While wearing this armor you have disadvantage on Charisma ability checks.
7	This suit of armor weighs three times as much as it normally would.
8	While wearing this armor you have disadvantage on Dexterity saving throws against spell effects.
9	Whenever you are hit with a spell attack while wearing this armor, roll a d20. If the result is a 1, the armor casts <i>fireball</i> (spell save DC 15) centered on you.
10	Whenever you are hit with a spell attack while wearing this armor, roll a d20. If the result is a 1, the armor summons a challenge rating 2 or lower hostile fiend who immediately attacks the wearer. The specific fiend is up to the DM.
11	While wearing this armor your speed is reduced by 10 feet.
12	While wearing this armor you have disadvantage on Constitution saving throws against poison and exhaustion.
13	While wearing this armor any creature who knows your name and is trained in Arcana can also determine your exact location as an action if they are on the same plane as you. If they are on a different plane, they learn which plane you are on.
14	While wearing this armor you have disadvantage on all Strength saving throws.
15	While wearing this armor any potions you drink become a strong alcohol. You gain the effects of the potion but are also poisoned for 1 hour.
16	While wearing this armor spells that restore hit points only restore half their normal value.
17	While wearing this armor each time you are hit with a melee weapon attack you take 5 extra damage of the attack's type.
18	When you are hit with an attack that is a critical hit while wearing this armor you take an extra 15 damage of the attack's type.
19	When you are hit with an attack that is a critical hit while wearing this armor you become paralyzed until the end of your next turn.
20	Roll twice on this table.

Cursed Consumable Properties

d20	Property
1	When this item is consumed, you must make a DC 15 Wisdom saving throw or gain a random form of long-term madness (pg. 260 of the <i>Dungeon Master's Guide</i>).
2	When this item is consumed, you teleport 30 feet in a random direction (determined by the DM).
3	When this item is consumed, you become vulnerable to bludgeoning, piercing, and slashing damage for the next 8 hours.
4	When this item is consumed, you are polymorphed (per the spell <i>polymorph</i>) into a challenge rating 1/2 or less beast (DM's choice).
5	When this item is consumed, one of your sworn enemies who has lost track of you instantly knows your location and is able to teleport to you.
6	When this item is consumed, you gain a random lingering injury (pg. 272 of the <i>Dungeon Master's Guide</i>).
7	When this item is consumed, all other consumable items of its specific type (e.g. <i>scroll of fireball</i> , <i>potion of healing</i>) become deadly poison to you. If you ever consume another of these items you take 5d10 poison damage and are poisoned for the next hour.
8	When this item is consumed, you have disadvantage on all saving throws for the next hour.
9	When this item is consumed, you have disadvantage on all attack rolls for the next hour.
10	When this item is consumed, attack rolls against you have advantage for the next hour.
11	When this item is consumed, you automatically fail any Strength and Dexterity ability checks you make for the next hour.
12	When this item is consumed, you automatically fail any Wisdom and Charisma ability checks you make for the next hour.
13	When this item is consumed, you must speak aloud your every thought for the next hour.
14	When this item is consumed, you are blinded for the next hour.
15	When this item is consumed, you are deafened for the next 8 hours.
16	When this item is consumed, you fall prone and cannot get up until you make a DC 15 Strength saving throw as an action.
17	When this item is consumed, you gain a level of exhaustion.
18	When this item is consumed, you are charmed by the creature closest to you for the next hour.
19	When this item is consumed, you see all humanoid as hostile aberrations for the next hour.
20	Roll twice on this table.

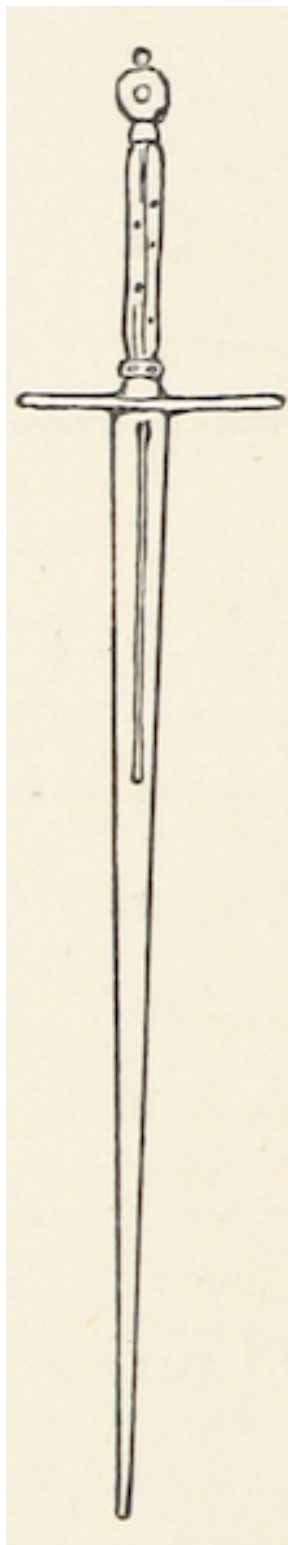
Cursed Non-Armor Wearable Item Properties

d20	Property
1	While wearing this item you can only read, write, speak, and understand a single language (DM's choice).
2	If you wore this item at any point during a combat encounter, after the encounter you must succeed on a DC 15 Wisdom saving throw or gain a random form of short-term madness (pg. 259 of the <i>Dungeon Master's Guide</i>).
3	While wearing this item you have disadvantage on saving throws against evocation spells, and a spellcaster casting an evocation spell as an attack which includes you as the target has advantage on the attack roll against you.
4	If you are hit by a critical hit while wearing this item, make a DC 15 Wisdom saving throw. If you fail the save you are polymorphed (per the <i>polymorph</i> spell) into a random challenge rating 0 creature for 1 minute (DM's choice).
5	While wearing this item you can only see in black and white, all food tastes bland, and all music sounds like horrible, grating noise.
6	While wearing this item you die after only two failed death saving throws.
7	While wearing this item you have disadvantage on all Charisma saving throws.
8	While wearing this item you have disadvantage on all Intelligence saving throws.
9	While wearing this item you have disadvantage on Wisdom saving throws against enchantment and illusion spells and similar effects.
10	While wearing this item you cannot speak.
11	While wearing this item after every long rest you gain a new lingering injury (pg. 272 of the <i>Dungeon Master's Guide</i>). Any old lingering injuries you have gained from the item disappear when a new one is gained this way.
12	While wearing this item you are considered surprised during the first round of any combat encounter.
13	While wearing this item opportunity attacks made against you have advantage.
14	While wearing this item it costs your entire movement to stand up from prone and moving through difficult terrain causes you to move at quarter speed.
15	While wearing this item you gain two extra flaws associated with your background.
16	While wearing this item you have disadvantage on Wisdom (Perception) and (Insight) checks and your passive Wisdom (Perception) score takes a -5 penalty.
17	While wearing this item you cannot read, write, or use tools.
18	While wearing this item you take twice as much damage from falling.
19	While wearing this item a magic illusion makes it appear as if your flesh is rotting and falling off your body.
20	Roll twice on this table.



Cursed Spellcasting Focus Properties

d20	Property
1	When you cast a spell using this focus, you take 1 psychic damage which cannot be reduced in anyway.
2	When you cast a spell using this focus, roll a d20. If you roll a 1, the focus automatically casts <i>sleep</i> , centered on you.
3	When you cast a spell using this focus, roll a d20. If you roll a 1, the focus automatically casts <i>dispel magic</i> on you and every ally within 10 feet and uses your statistics to cast the spell.
4	When you cast a spell using this focus, roll a d20. If you roll a 1, the focus automatically casts magic missile at your closest ally within range.
5	When you are hit with a specific damage type (determined by the DM) the focus releases a magic shockwave. Creatures within 10 feet of the focus (including you) must succeed a DC 15 Dexterity saving throw or take 2d6 force damage and are knocked prone.
6	Creatures of a specific type (determined by the DM) have advantage on saving throws against spell you cast using the focus. You have disadvantage on spell attacks made against the same creature type when using the focus.
7	When you cast a spell using this focus, roll a d20. If you roll a 1, the focus automatically casts <i>silence</i> centered on you.
8	When you cast a spell using this focus, roll a d20. If you roll a 1, a glob of sticky magical goop is release from the focus and you are restrained by this glob until the end of your next turn.
9	When you cast a spell using this focus, roll a d20. If you roll a 1, the focus releases a flash of blinding light and you are blinded until the end of your next turn.
10	When you cast a spell using this focus, roll a d20. If you roll a 1, the focus automatically casts <i>hypnotic pattern</i> (spell save DC 15) centered on you.
11	Creatures of a specific type (determined by the DM) are immune to 6th level spells and lower cast using this focus.
12	When you cast a spell using this focus, roll a d20. If you roll a 1, the focus summons 2d4 hostile mephits who immediately attack you.
13	Creatures of a specific type desire this focus and can sense it and determine its exact location when they are within 100 feet of it, and try to steal it.
14	When you cast a spell using this focus, roll a d20. If you roll a 1, the spell you cast is replaced with another random spell of the same level from the wizard's spell list. To determine the spell, consult the spell list and appropriate spell level, roll a d20 and count down the list until you reach the number you rolled, moving back to the top of the list to continue counting if the number you rolled is greater than the number of spells listed for that level. If you land on the attempted spell, use the spell listed after.
15	While you wield this focus you lose the benefit of any darkvision you have and dim light counts as darkness.
16	When you cast a spell using this focus, you must succeed a DC 11 Wisdom saving throw or gain a form of short-term madness (pg. 259 of the <i>Dungeon Master's Guide</i>).
17	When you cast a spell using this focus, you must succeed on a DC 11 Strength saving throw or become prone.
18	When you cast a spell using this focus, you must succeed on a DC 11 Constitution saving throw or become deafened.
19	When you cast a spell using this focus, roll a d20. If you roll a 1, your highest level remaining spell slot is consumed.
20	Roll twice on this table.



Cursed Weapon Properties

d20	Property
1	When you score a critical hit with this weapon, it deals 1d12 psychic damage to you. This damage cannot be reduced in any way.
2	After attacking with this weapon for the first time it becomes grafted to one of your hands. While the weapon is grafted to you, you cannot drop or sheathe it and you cannot be disarmed. In addition any ability checks you make which requires the use of both hands are made with disadvantage. Only a <i>remove curse</i> spell or similar magic can undo the grafting.
3	When you roll a natural 1 on an attack roll with this weapon, roll the weapon's damage as if you had hit. You take this damage.
4	When you roll a natural 1 on an attack roll with this weapon, you become poisoned until the end of your next turn.
5	When you roll a natural 1 on an attack roll with this weapon, you become blinded until the end of your next turn.
6	When you roll a natural 1 on an attack roll with this weapon, you become frightened of the creature you attacked until the end of your next turn.
7	When you roll a natural 1 on an attack roll with this weapon, you become incapacitated until the end of your next turn.
8	This weapon only deals half damage to creatures of a certain type (chosen by the DM).
9	You have disadvantage on attack rolls made in sunlight with this weapon.
10	Whenever you miss an attack with this weapon, you fall prone.
11	When you draw this weapon it cannot be put away or dropped until it has damaged a creature. While the weapon is drawn and hasn't dealt any damage yet, you cannot be disarmed. In addition any ability checks you make which require the use of both hands are made with disadvantage.
12	If you carry any other weapons on your person while you wield this weapon, attacks made with this weapon are made with disadvantage.
13	Each time you draw or pickup this weapon you take 1d6 psychic damage. This damage cannot be reduced in any way.
14	When you use this weapon to attack an enemy while you can see another enemy of a higher challenge rating, you have disadvantage on the attack roll.
15	This weapon cannot reduce a creature to 0 hit points. If a damage roll made with the weapon would normally reduce another creature to 0 hit points, that creature is instead reduced to 1 hit point.
16	When you roll a natural 1 with this weapon, you are charmed by the creature you attacked until the end of your next turn. The creature you are charmed by is aware of this effect.
17	When you attack a creature with a higher Strength score than you with this weapon, the attack roll has disadvantage.
18	Creatures not native to the Material Plane within 100 feet are drawn to your weapon and wish to claim it for themselves.
19	In a combat encounter when all of your enemies are defeated, if you are carrying this weapon, you must succeed on a DC 15 Wisdom saving throw or see all conscious allies as hostile enemies for one minute. You can repeat this saving throw at the end of your turn, ending the effect on a success.
20	Roll twice on this table.